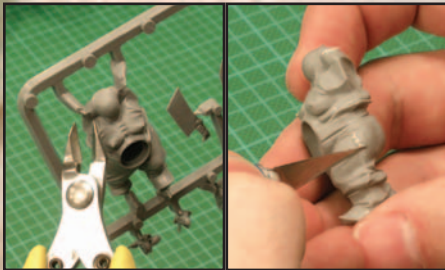


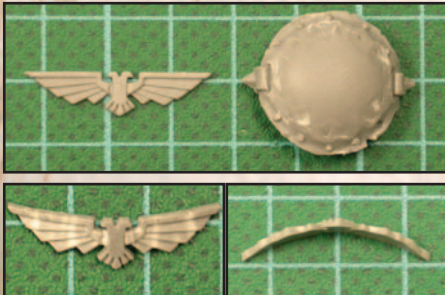
CONVERSION CORNER | OGRYNS

BY KRIS AUBIN

Ever since the new Ogre Kingdoms models have arrived, everyone has had the same thing: those would make great Ogryns! This month we look at some ideas on how to make your very own Ogryn conversions using the plastic Ogre Kingdoms sprues.



Start by clipping out your Ogre models. Carefully trim off all the flash left by the plastic moulding process by using a file or sharp modeling knife.



An Ogres belly plate is the perfect place to affix a logo, such as the Imperial Aquila eagle. These bits were taken from the Imperial Guard tank accessory sprue. Carefully bend these bits to fit the curvature of the belly plate. As Ogryns armour is most likely neglected and rusty, there is room for error when applying the plastic icon.



Green stuff is also a great medium to customize the look of your Ogryns. These models have been given pockets on their pants to match the look of the standard Cadian field dress. Armoured shin plates were also sculpted onto the boots of the Ogryns.

Old to New

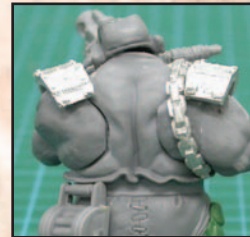
It is important to add characterful elements to the Ogryn models so that they look as 40k as possible, and not just Ogres with guns glued to them. Ork 'Ard Boyz armour works well for adding extra shoulder pads and armour plates. Generally these bits match the curvature of the Ogre shoulder, but you may have to bend them a little to fit.



Dark Eldar Reaver Jetbike chains are great for conversions. They are relatively large, so they really stand out when added to the Ogre models. These chains can be used for tying down armour plates, gun straps, restraints or just big bashing weapons.



The Bone 'Ead Ogryn had been given a spiked 'Ard Boy shoulder pad, and a gun strap made from Dark Eldar chains.



Again, 'Ard Boy shoulder pads work well to make matching shoulder armour.



Ogre Bull gut plates have been used here to add armour to the Ogryns shoulders.



Make an Ogryn appear ready for close combat fighting by simply gluing an Ogre knife into the mouth.

Let 'er Rip

The Cadian Sentinel Autocannon makes a great base for the Ripper Gun due to the oversized drum on the back of the weapon. Add different bits and gun barrels to personalize each Ripper Gun. Any tank bits, Inquisitor scale weapon barrels, Ork guns, or even plastic tubing make great barrel substitutions.



The Ogre Leadbelcher's arms are great for holding Ripper Gun conversions. Simple clip away the butt of the gun, leaving the hilt attached to the arm. With a bit of conversion work and green stuff the Ripper Gun can be easily fitted into the Leadbelcher arm. Certain Leadbelcher left hands are holding handles that attach to the original cannon. These are perfect to fit onto the new Ripper gun.

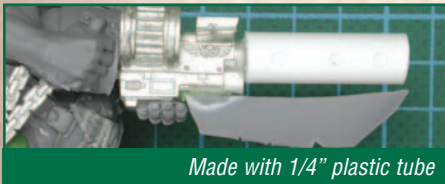


Swinging Around

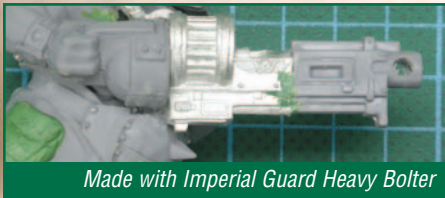
As the Ripper Gun is also used to beat-down enemies, there should be a few Ogryns in the unit that look like they are engaged in close combat. The Irongut Ogre kit is excellent for making Ogryns with two handed weapons.

Remove the barrel of the Autocannon with a pair of clippers or a saw. Next drill a hole in both barrel ends of the gun. Then carefully drill a hole through the Irongut hands, watching that you drill end to end, and not through the side of the hand. Glue your pinning wire through the Ogre hands with plenty of extra sticking out of each end. Clip the excess wire to fit the holes drilled into the gun and the separated barrel. Fix both ends of the Autocannon to the two pin ends with crazy glue and voila, we have a Ogryn swinging his Ripper Gun.

Final Ripper Gun Variations



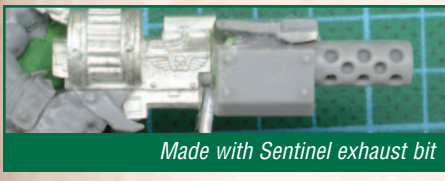
Made with 1/4" plastic tube



Made with Imperial Guard Heavy Bolter



Made with Ork Shoota barrel



Made with Sentinel exhaust bit



Made with Chaos Vehicle barrel bit



Final Ogryn Conversions

Painting the Ogryns

1. The Ogryns were first primed Chaos Black, then given a base coat of Scorched Brown, followed by a layer of Cataphan Green on the pants.



2. For the Ogryns flesh, follow the Scorched Brown basecoat with a layer of Graveyard Earth, leaving the darker recesses of muscle and fat to give a defined shadow.



Rusty Metal



Start with a basecoat of Chaos Black, followed by a thin-downed layer of Scorched Brown.



Stipple Red Gore over top of the Scorched Brown, covering about 50% of the surface area.



Then stipple Blazing Orange over the Red Gore. Try and let about 50% of the previous colours show through.



Finished off by drybrushing Boltgun Metal, followed by a light drybrushing of Mithril Silver

3. Use Kommando Khaki to highlight over the Graveyard Earth, defining the main skin colour as well as layered shadows of the previous colours.



4. Finally add an extremely thin highlight layer of Bleached Bone to pick out the face and muscle.



5. Standard Catachan Green army pants are fairly simple to paint. On top of your basecoat, highlight with a 50/50 mix of Catachan Green and Camo Green. Once dry, apply another thin highlight of Camo Green, followed by an extremely thin highlight with a 50/50 mix of Camo Green and Bleached Bone. The Ogryns boots were simply done using a Chaos Black with a thinned down highlight of Fortress Grey.



CONVERSION RATING



While some more advanced techniques such as Green Stuff sculpting, Drilling and Pinning were used to create these Ogryns, the entire process was very simple and direct. The Sentinel Autocannon fit perfectly onto the Ogre arms with just a little crazy glue. When assembling your Ripper Guns it may be best to use a little Green Stuff to fill in any gaps.

There are many different uses for the Ogre Kingdoms models in Warhammer 40,000. Not only can they be used as Ogryns, but as Big Mutants in a Lost and the Damned, or as Combat Servitors in an Inquisitor Retinue.

For more conversion ideas check out Dave Taylor and John Shaffers 40k Ogre conversions in White Dwarf 301. Contact Direct Services at 1-888-498-7655 to order any bitz that you might need to make your very own Ogryns.



The Cadian 4th struggles to keep up with the Ogryn charge.